

*CLAIM AMENDMENTS*

1. (Currently Amended) A computer-readable medium having computer-executable instructions for a bridge server in a multimedia conference to select one video stream from video streams of multiple participants of the multimedia conference for forwarding to a client, the steps comprising:

receiving simultaneously multimedia conferencing data from the multiple participants, the multimedia conference data including a video stream from each ~~the video streams~~ of the participants;

monitoring participant events of the multimedia conference;

updating conferencing activity states for each of the participants according to the participant events;

periodically computing a weight for each of the participants based on the conferencing activity states of said each participant;

identifying a participant having a highest weight among the participants; and

selecting from the video streams in the multimedia conferencing data received from of the participants one video stream corresponding to the identified participant having the highest weight for viewing by the client.

2. (Original) A computer-readable medium as in claim 1, wherein the multiple participants are connected to the bridge server through a multicast network.

3. (Original) A computer-readable medium as in claim 2, having further computer-executable instructions for performing the step of transmitting to the client an audio stream containing a mixture of audio signals from the multiple participants of the network conference.

4. (Original) A computer-readable medium as in claim 1, wherein the step of computing the weight includes determining whether said each participant is currently being shown to the client.

5. (Original) A computer-readable medium as in claim 4, wherein the step of computing the weight includes determining a length of time for which said each participant has been shown to the client if said each participant is currently being shown.

6. (Original) A computer-readable medium as in claim 4, wherein the step of computing the weight includes determining whether said each participant is talking.

7. (Original) A computer-readable medium as in claim 1, wherein the step of computing the weight includes determining a length of time for which said each participant has not been shown to the client.

8. (Original) A computer-readable medium as in claim 1, wherein the step of updating includes updating a table storing the conferencing activity states of the participants.

9. (Original) A computer-readable medium as in claim 1, wherein the multimedia conference streams include a combined video stream containing multiple substreams each corresponding to one of the multiple participants, and wherein the step of receiving includes demultiplexing the combined video stream into a plurality of individual video streams each including one of the substreams in the combined video stream.

10. (Currently Amended) A system for conducting a multimedia network, comprising:

a plurality of participants each providing multimedia conferencing data including video signals and audio signals;

a client in conference with ~~addition to~~ the participants, the client capable of receiving a video stream corresponding to one of the participants at a time; and

a bridge server connected to the participants through a network and having a point-to-point connection with the client, the bridge server receiving simultaneously the multimedia conferencing data including a video stream from each of the participants, updating conferencing activity states for each participant, periodically computing a weight of said each participant based on the conferencing activity states of said each participant, identifying a participant having a highest weight among the participants, and selecting from the received multimedia conferencing data a video stream corresponding to the identified participant having the highest weight for transmission to the client for viewing.

11. (Original) A system as in claim 10, wherein the plurality of participants and the bridge server are connected through a multicast network.
12. (Original) A system as in claim 10, wherein the bridge server further transmits to the client an audio stream containing a mixture of audio signals from the participants of the network conference.
13. (Original) A system as in claim 10, wherein the computing of weight by the bridge server includes determining whether said each participant is currently being shown to the client.
14. (Original) A system as in claim 13, wherein the computing of weight by the bridge server includes determining a length of time for which said each participant has been shown to the client if said each participant is currently being shown.
15. (Original) A system as in claim 13, wherein the computing of weight by the bridge server includes determining whether said each participant is talking.
16. (Original) A system as in claim 10, wherein the computing of weight by the bridge server includes determining a length of time for which said each participant has not been shown to the client.

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17. (Original) A system as in claim 10, wherein the bridge server includes a table for storing the conferencing activity states of the participants.

18. (Original) A system as in claim 10, wherein the multimedia conferencing data received by the bridge server include a combined video stream having substreams corresponding to the participants, and wherein the bridge server demultiplexes the combined video stream into a plurality of individual video streams each including one of the substreams in the combined video stream.